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Inventor Information for 10/688148

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| US 20060092178 A1 | US- PGPUB | 20060504 | 22 | Method and system for communicating through shared media | 345/629 | | Tanguay; Donald O. JR. et al. |
| US 20050253872 A1 | US- PGPUB | 20051117 | 15 | Method and system for culling view dependent visual data streams for a virtual environment | 345/660 | 709/231 | Goss, Michael E. et al. |
| US 20050168402 A1 | US- PGPUB | 20050804 | | Method and system for communicating gaze in an immersive virtual environment | 345/8 | | Culbertson, W. Bruce et al. |
| US 20050089323 A1 | US- PGPUB | 20050428 | 14 | Support apparatus and method for use with a camera and strobe lights | 396/422 | | Chapman, Charles B. et al. |
| US 20050085296 A1 | US- PGPUB | 20050421 | 22 | Method and system for real-time rendering within a gaming environment | 463/31 | | Gelb, Daniel G. et al. |
| US 20050080900 A1 | US- PGPUB | 20050414 | 20 | Method and system for clustering data streams for a virtual environment | 709/226 | 370/335; 370/345; 370/509; 375/240.01; 709/204; 709/205; 709/206; 709/207 | Culbertson, W. Bruce et al. |
| US 20050080894 A1 | US- PGPUB | 20050414 | | Method and system for topology adaptation to support communication in a communicative environment | 709/224 | | Apostolopoulos, John et al. |

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| US 20050080849 A1 | US- PGPUB | 20050414 | 20 | Management system for rich media environments | 709/204 | | Wee, Susie J. et al. |
| US 20050078613 A1 | US- PGPUB | 20050414 | | System and method for establishing a parallel conversation thread during a remote collaboration | 370/260 | | Covell, Michele et al. |
| US 20040189686 A1 | US- PGPUB | 20040930 | 18 | Method and system for producing a model from optical images | 715/716 | 345/420 | Tanguay, Donald O. JR. et al. |
| US 20040100575 A1 | US- PGPUB | 20040527 | | Retractable camera apparatus | 348/375 | | Malzbender, Thomas |
| US 20030234859 A1 | US- PGPUB | 20031225 | | Method and system for real-time video communication within a virtual environment | 348/14.05 | | Malzbender, Thomas et al. |
| US 20030218615 A1 | US- PGPUB | 20031127 | | Streaming of images with depth for three-dimensional graphics | 345/555 | 345/419; 345/422; 382/233 | Gelb, Daniel G. |
| US 20030034977 A1 | US- PGPUB | 20030220 | | Method and apparatus for varying focus in a scene | 345/428 | | Malzbender, Thomas |
| US 20030001841 A1 | US- PGPUB | 20030102 | | Volumetric warping for voxel coloring on an infinite domain | 345/424 | 345/427 | Malzbender, Thomas et al. |
| US 20020060679 A1 | US- PGPUB | 20020523 | | Apparatus for and method of rendering 3D objects with parametric texture maps | 345/423 | 345/427 | Malzbender, Thomas et al. |

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| US 6956566 B2 | USPAT | 20051018 | | Streaming of images with depth for three-dimensional graphics | 345/419 | 345/653; 345/664 | Gelb; Daniel G. |
| US 6947666 B2 | USPAT | 20050920 | | Support apparatus and method for use with a camera and strobe lights | 396/4 | 248/163.1; 362/11; 396/182; 396/428 | Chapman; Charles B et al. |
| US 6914600 B2 | USPAT | 20050705 | | Volumetric warping for voxel coloring on an infinite domain | 345/424 | | Malzbender; Thomas et al. |
| US 6888544 B2 | USPAT | 20050503 | | Apparatus for and method of rendering 3D objects with parametric texture maps | 345/423 | 345/582 | Malzbender; Thomas et al. |
| US 6853398 B2 | USPAT | 20050208 | | Method and system for real-time video communication within a virtual environment | 348/14.09 | 348/14.08; 348/14.16 | Malzbender; Thomas et al. |
| US 6741251 B2 | USPAT | 20040525 | | Method and apparatus for varying focus in a scene | 345/428 | 345/426; 345/582; 345/589 | Malzbender; Thomas |
| US 6654013 B1 | USPAT | 20031125 | | Apparatus for and method of enhancing shape perception with parametric texture maps | 345/426 | 345/584 | Malzbender; Thomas et al. |
| US 6515674 B1 | USPAT | 20030204 | | Apparatus for and of rendering 3d objects with parametric texture maps | 345/582 | 345/426; 345/584; 345/586 | Gelb; Daniel George et al. |
| US 6373487 B1 | USPAT | 20020416 | | Methods and apparatus for constructing a 3D model of a | 345/424 | 382/132 | Culbertson; W. Bruce et al. |

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| US 6297834 B1 | USPAT | 20011002 | | Direction-dependent texture maps in a graphics system | 345/586 | | Malzbender; Thomas |
| US 6278459 B1 | USPAT | 20010821 | | Opacity-weighted color interpolation for volume sampling | 345/424 | | Malzbender; Thomas et al. |
| US 6166740 A | USPAT | 20001226 | | Method and system for viewing three-dimensional data for a tracked structure | 345/419 | 382/128 | Malzbender; Thomas |
| US 5724435 A | USPAT | 19980303 | | Digital filter and method of tracking a structure extending in three spatial dimensions | 382/103 | 382/154; 382/260; 382/261 | Malzbender; Thomas |
| US 5557711 A | USPAT | 19960917 | | Apparatus and method for volume rendering | 345/422 | 345/424; 345/619 | Malzbender; Thomas |
| US 5414803 A | USPAT | 19950509 | | Method utilizing frequency domain representations for generating two-dimensional views of three-dimensional objects | 345/427 | | Malzbender; Thomas |
| US 4806918 A | USPAT | 19890221 | | Graphics tablet using a permuted trace ordering scheme | 178/18.03 | | Berke; W. Mike et al. |